

ATARI ACTION GAMES

# TEMPEST



EmuMovies

ATARI

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# TEMPEST

Programmed  
by

**Paradox Software**

Published  
by

Atari Corp. (UK) Ltd.  
Atari House  
Railway Terrace  
Slough, Berkshire  
SL2 5BZ  
England

Manual written and set by *Media Marvels*

# System Requirements

Tempest requires a minimum configuration of an Atari 520ST, a single-sided disk drive, a colour television or monitor and a joystick, which should be plugged into joystick port 2. Tempest will not run in medium or high resolution (mono) display.

## Loading Instructions

Put the Tempest disk in drive A and turn on your computer. When the desktop appears, double-click on the Tempest program icon using the mouse, and the game will load. Leave the disk in the drive if you wish to save the high-score table to disk, which should not be write-protected.

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# **Into The Maelstrom.....**

Some time into a doubtful future, man has looked far through the depths of space to discover a strange series of constructions linking our space to that of another dimension. These alien artifacts are tunnel-like tubes, through which the hostile forces of another galaxy threaten to pour, destroying all before them. The combined resources of seven planets have built a single craft capable of carrying one man on a desperate mission to stop the building of alien tubes, sealing the aliens in their own universe forever. The mission is to fly the craft round the rim of the tubes, clearing each wave of aggressors until the pilot can blast his ship down the tube to the next section. Only when all sixteen tubes have been cleared and destroyed will the universe be safe. For a while.....

# The Aliens

There are six different alien craft that inhabit the tubes. Each has a different attack pattern but all are quite deadly. Some of the aliens only appear after you have successfully cleared the first few tubes.

Originates at the far rim and rides up two rails. Flips in the tube and on near rim. Kills by flipping onto your ship.

## Flipper (150 points)



## Tanker (100 points)

Originates at far rim or from spiker. Rides between rails and carries one or two flippers, fuseballs or pulsars, which it expels when shot or near the outer rim.



## Spiker (50 points)

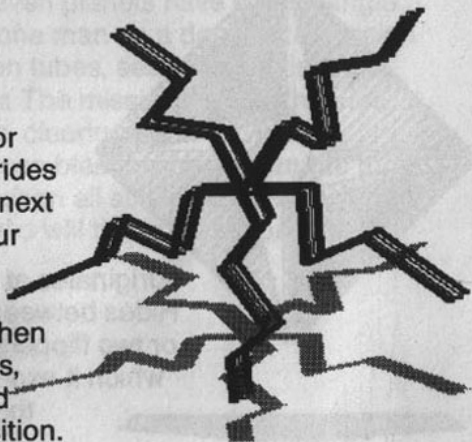


Originates at far rim.  
Rides up between rails on  
a spike which it builds.  
Kills player by shooting or  
impaling your ship as it  
blasts through the tube.

## Fuseball (250, 500 or 750 points)

Originates at far rim or  
from tanker. Quickly rides  
on one rail, jumps to next  
rail and seeks out your  
ship, which it kills on  
contact.

Can only be killed when  
jumping between rails,  
and points are scored  
depending on its position.





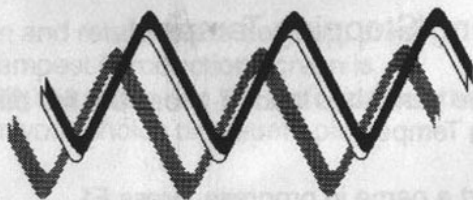


## **Spike (2 points)**

Builds up from the far rim and kills you on contact. May require several shot to kill it.

## **Pulsar (200 points)**

Originates at far rim or from tanker. Rides up and down on two rails. Flips on near rim and seeks out your ship. Kills you if your ship is on the same rail when it pulses, flips onto or shoots your ship.



# Playing Tempest

The player controls a craft which rotates round the rim of a three dimensional tube, moving in either direction according to the right or left movement of the joystick. Aliens appear at the far end of a tube, moving rapidly towards the player's craft. Some aliens shoot at you as they come. All will kill you if they touch you.

Your ship can fire rapidly down the tube, killing the aliens before they reach you. Depressing the fire button releases a burst of 8 shots, after which there is a slight pause while the weapon systems recharge. Holding down the fire button will produce continuous fire, with pauses between bursts. In addition, you have a special weapon called the Superzap. Operated by hitting the space bar, you have two Superzaps per level. The first will kill all the aliens in the tube, the second will kill one alien chosen randomly. At the end of each level, the Superzap gets a recharge before you go blasting into a new tube.

## Additional Instructions

### Starting/Stopping Tempest

After the game has loaded, press the fire button to start playing Tempest.

To abort a game in progress, press F1.



## One or Two player mode

Before starting the game, select one or two player mode by pressing F1, which toggles between modes. A second joystick is not required.

## Pause Mode

The game can be paused at any time by pressing ESC. To restart the game, press return.

## Number of Lives

You start the game with three lives. Extra lives are awarded for each 20,000 points scored.

## High-Score Table

Tempest will save the high-score table to disk when you quit the program. This table will then be loaded the next time you play Tempest. To save the high-score, make sure the program disk is in drive A when you quit the program. Please ensure the disk is not write-protected.

## Quitting the program

To quit the program and return to the desktop, press UNDO when the Tempest introduction screen is displayed. Click with the mouse on the dialogue box that appears, to confirm your choice or resume play.